SONOMA VINTAGE FESTIVAL

1. Outline of proposed "Happenings"

2. Manpower requirements

3. Material requirements

SUBMITTED BY: Jack Kearney

Richard O. Orr

LIST OF PROPOSED "HAPPENINGS"

1. An Indian Village
2. The Arrival of Padre Altimira and the Founding of the Mission
3. The Arrival of Gen. Vallejo and the Founding of Sonoma
4. The Escape of Three-Fingered Jack
5. The Discovery of Gold
6. Hoisting of the "Bear Flag"
7. Hoisting of the "Stars and Stripes"
8. The Vallejo-Harazthy Wedding
9. The Blessing of the Grapes
*10. Sonoma-Napa Fire Dept. Competition
*11. Grape Crushing Contest

* Not included in this report

INDIAN VILLAGE

The "Indian Village" should be a setting which depicts the normal every day life of the Indians of this region. It should include as many realistic artifacts as can be obtained, show the seriousness of the adults in eeking out their meager existence, and the playfulness of the young.

The two things that will make it successful will be the show of the physical parts, such as the colorful, the interesting, and the realistic, and the show of the human participants. They must "live" the part of an Indian, remaining in character at all times when in view of the public.

PROPOSALS

1. Tepee, wigwam, wickiup or appropriate structure used by the Indians of this region in the early 19th Century for housing.
2. A square made form approximately 2 inch thick tree limbs used to stretch a deer or bearskin by the use of leather thongs.
3. A conoe decorated or painted to appear authentically "Indian" and be displayed in the village.
4. Indians digging up roots for food with crude stone implements.
5. Young boys practicing their archery for the time they will become young "braves".
6. Young braves gathering wood and starting a campfire by rubbing sticks together. (Use Boy Scout Fire Kit)
7. Indian "squaw" carrying "papoose" through village.
8. Performance of simple Indian Dance using the spectators in addition to the participants.
9. Indian display of actual or imitation tools, weapons, paintings, arts and crafts.
10. Stuffed animals for exhibet in the "Village"
11. Hanging scalps of their victims in the "last raid"
12. Pounding and grinding of seeds, acorns, etc. for food.
13. Pony ride for the children.

MANPOWER

20 boys and girls
2 or more adults to supervise during time "Village" is open to the public

MATERIALS

1. 1 or more tepees or appropriate housing.
2. 1 animal skin stretcher.
3. 1 canoe
4. Tools for digging roots and for display in the "Village"
5. 2 Bows, adequate arrows, and a decorated target.
6. Branches and wood for fire.
7. 1 papoose and Indian Doll.
8. Weapons, stuffed animals, paintings, arts & crafts, and other relics.

The Arrival of

JOSE ALTIMIRA

And the Founding of the

"MISSION"

This "Happening" should be portrayed in a solemn spirit but also reflecting the joys and hopes of Father Altimira for the future.

PROPOSAL

1. Signal smoke rises from the west.
2. A cavalcade of 1 or 2 Indian guides, 5-10 soldiers, 3-5 priests, Ensign Sanchez, Don Francisco Castro, and Padre Jose Altimira.
3. Cavalcade proceeds from west turning north at 1st St. and east down Spain St. to the Mission.
4. Don Francisco Castro makes a few opening remarks representing Governor Arguello.
5. Father Altimira plants a Christian Cross and lays an adobe brick to mark the founding of the Mission. He delivers a short oratory on the beauty of the land and the meaning of the new mission. (Text taken from Jose Altimira's Diary or other appropriate historical text.)

MAN-POWER

12-20 men.

MATERIALS

1-2 Indian costumes for the guides.

5-10 soldier costumes

1 Spanish Navy officer's costume.

3-6 Priest's robes and accessories.

1 Spanish gentleman's costume.

1 Christian Cross

1 Adobe brick.

VALLEJO'S FOUNDING OF SONOMA

1. A mounted procession of approximately 9 soldiers led by Vallejo enters the square from the west. The procession proceeds to an appointed spot and Vallejo reads the orders from Governor Figueroa for founding the pueblo.

MANPOWER and MATERIALS

10 men and horses.
At least one ornate saddle for Vallejo.
1 sword to be carried by Vallejo
9 rifles (preferably old)

ESCAPE OF THREE-FINGERED JACK

PROPOSAL

Three-Fingered Jack and his gang were planning to ride into town for the purpose of exterminating the "gringoes". The plot had already been revealed to the people of Sonoma by some Indian scouts. The town waited for the gang's arrival. Men were behind corners of buildings and a couple were on rooftops.

When the gang rides into town and dismounts they start harassing some of the people. When the gang's guns are being drawn, the townsfolk get the drop on them. Unfortunately, one of the gang has not been spotted and he opens up with his gun. The others of the gang are able to draw their guns at this moment because of the distraction of shots. A roaring gunfight envelopes the square.

Most of the gang are shot but the rascal Three-Fingered Jack manages to escape on horseback. A group of men take after him with guns blazing. In a few moments Jack is returned, but entering this time into the town on the back of his horse, dead from a bullet.

MANPOWER

3-6 men in the gang
Three-Fingered Jack
4-7 men from the town TOTAL: 8-14 men

MATERIALS

HOrses, guns, saddles, blank bullets, and costumes for the participants.

DISCOVERY OF GOLD

PROPOSAL

A man runs through the square yelling "Gold's been discovered at Sutter's Mill." The townspeople gather around him and chatter with excitement. All of them are caught up in the fury of the moment and the idea of becoming rich.

The excitement subsides enough where questions of "what do we need to get at the gold" etc. are asked. They run into stored and come out with tools and packs which look like they hold provisions. One or two of the men load u p their burros quickly and the men mardh off singing a song about (gold, riches, or any appropriate song of the period). The women of the town form behind them and wish them well as they leave.

MANPOWER

Between 10 and 20 men.
Womsn from the stores.

MATERIALS

Costumes for the men and woman
1 or more burros
Packs for provisions
Picks, pans, and other tools for mining gold
Appropriate song.

THE RAISING OF THE BEAR FLAG

The raising of the Bear Flag should give rise to excitement, exhuberance, and be somewhat boistrous. Timing will be of the utmost importance so that there will be little chance of any lag in the proceedings.

PROPOSAL

The Mexican Flag is aloft on its flagstaff. A mob of loud men enter the square proclaiming that they are going to clear the Mexicans out of California and create a republic. Finding no resistance, one of the mob yells, "We need a flag". The others agree and in a short space of time the design of the flag is settled. Another yells" I'll get some cloth". He runs into one of the stores and returns with three yards of unbleached muslin. The cloth is taken into the store where the two "saddlemakers" will make the "Bear Flag". Moments later the men come out but notice that they are without the red border for the bottom of the flag. The men are anxious to get the flag up so to save time in looking for some red cloth, "Dirty Mathews", the dirtiest man in appearance in town who never bathes offers his red underwear into the service of the new flag. The red border is then quickly hand-sewn onto the flag . The group proceeds to the flagstaff and runs up the "Bear Flag" among wild cheers of happiness.

MANPOWER

APPROXIMATELY 10 men

MATERIALS

1. 1 Mexican Flag
2. 3 yards of unbleached muslin.
3. 1 pair red underwear.
4. paint to paint bear and star to flag or red cloth
5. costumes for the 10 men (Dirty Matthews' costume should be just that "Dirty".

HOISTING OF U.S. FLAG

PROPOSAL

Lieutenant Revere and his men march into Sonoma to replace the "Bear Flag" with the "Stars and Stripes". Leading the contingent is a U.S. Navy Band, followed by a drill team, Lieutenant Revere and a compliment of sailors. They march to the flagpole where the Lieutenant hauls down the "Bear Flag" and strikes the "Stars and Stripes". The drill team fires a rifle salute, and the band plays "Columbia the Gem O'er the Ocean. The call to colors is played in its appropriate place in the ceremony.

MANPOWER

12th Naval District Band
A drill team of 8 plus a leader
Lieutenant Revere
Compliment of 20 marching sailors TOTAL: 29 plus Band

MATERIALS

8 rifles and blanks for the rifle salute
1 sword
1 American Flag

ADDENDUM

1. The Harazthy Wedding Ceremony and the Blessing of the Grapes will follow along traditional lines and the outline for these are not contained herein.

2. This report is of proposed "Happenings" and at this time nothing contained within this report is firmed until passed with the approval of the Sonoma Vintage Festival Board of Directors.

3. This report is submitted as a "starting point" and is subject to changes, additions, deletions and variances.

4. At this time the co-directors of the "Happenings" know of two other events which will be handled by the following groups.

   a) Sonoma and Napa Fire Departments— "Fire Dept. Competition
   b) One or more of the wineries—"Grape Crushing Contest"

5. We are open to any suggestions, comments, and criticisms and hope that with everyone's help we will be able to help make this year's "Vintage Festival" the most successful yet.

RESPECTFULLY SUBMITTED:

Jack Kearney
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